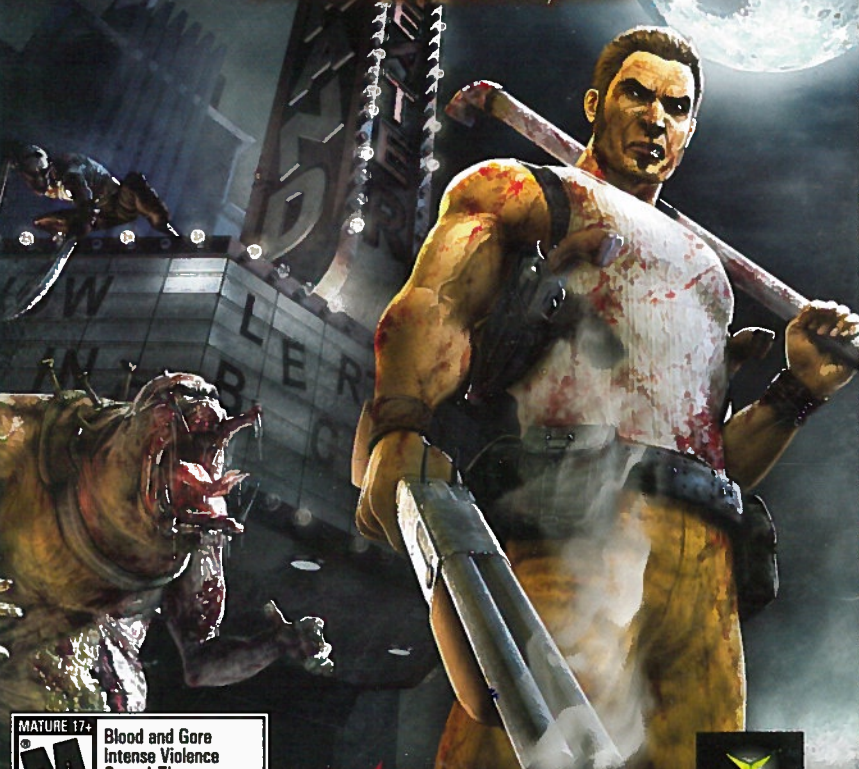


AVAILABLE NOW

THE SUFFERING

TIES THAT BIND



Blood and Gore
Intense Violence
Sexual Themes
Strong Language
Use of Drugs

MIDWAY

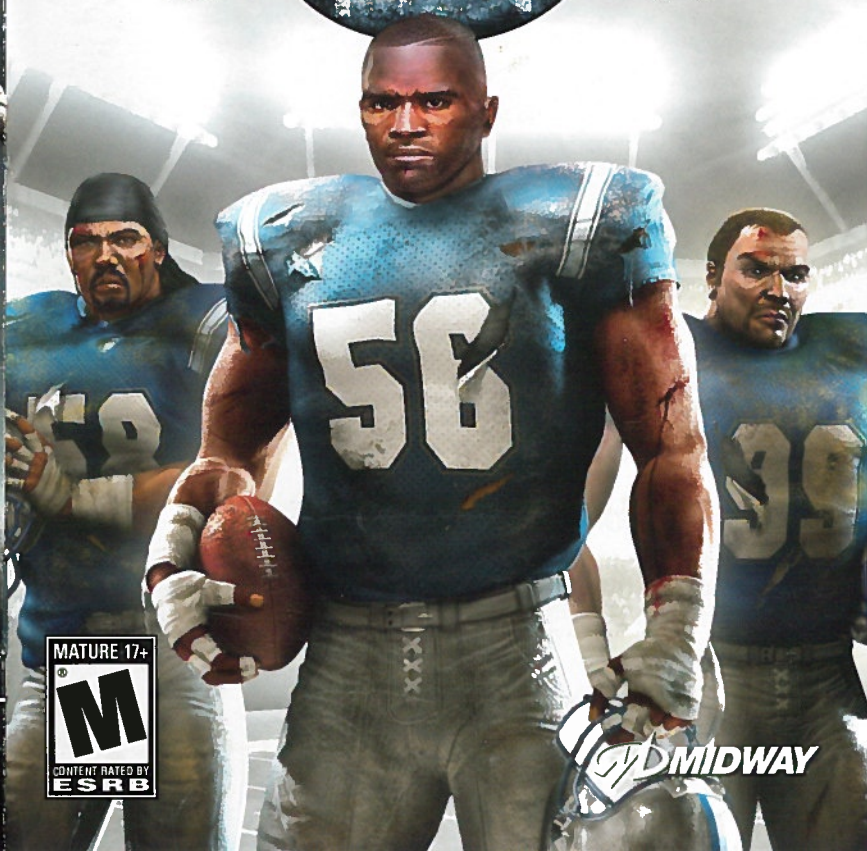
www.midway.com



LIVE

ONLINE ENABLED

BLITZ THE LEAGUE



MIDWAY



BLITZ: The League™ © 2005 Midway Amusement Games, LLC. All rights reserved. BLITZ: The League, BLITZ, MIDWAY and the Midway logos are trademarks or registered trademarks of Midway Amusement Games, LLC. Used by permission. Portions of this software are Copyright © 2005 Digital Type Foundry and its licensors. Portions of this software are Copyright 1998-2001 Criterion Software Ltd. and its licensors. "CRI ADX, CRI Solace, CRI Sound Factory, and the CRI Middleware logos are (c) 1997, 2005 CRI Middleware Co., LTD. All Rights Reserved." Distributed under license by Midway Home Entertainment Inc. Microsoft, Xbox, Xbox Live, the Live logo, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft.

Warning

Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms - children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important safety and health information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

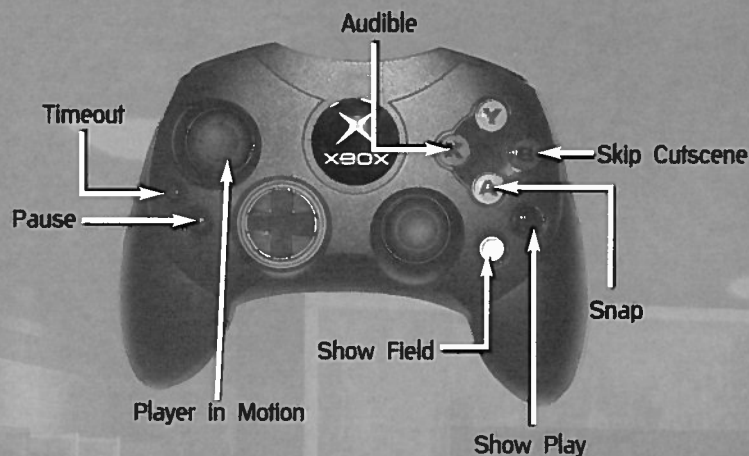
Table of Contents

Default Controls	3 - 4
Main Menu	5 - 11
QUICKPLAY	5
CAMPAIGN	6 - 8
TRAINING CAMP	8
EXTRAS	9
Pre-Game Setup	10
Blitz Online	11 - 12
On The Field	13 - 18
PAUSE OPTIONS	18
Credits	19 - 21
Blitz: The League Music	22 - 24
Warranty	26

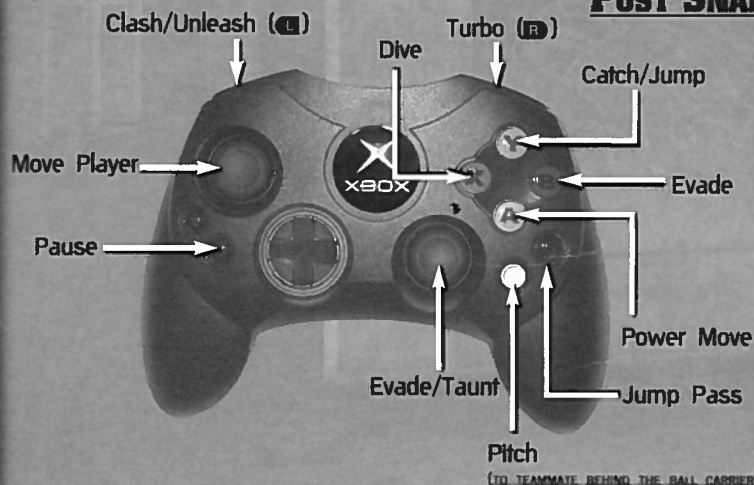
Default Controls

OFFENSE

PRE SNAP



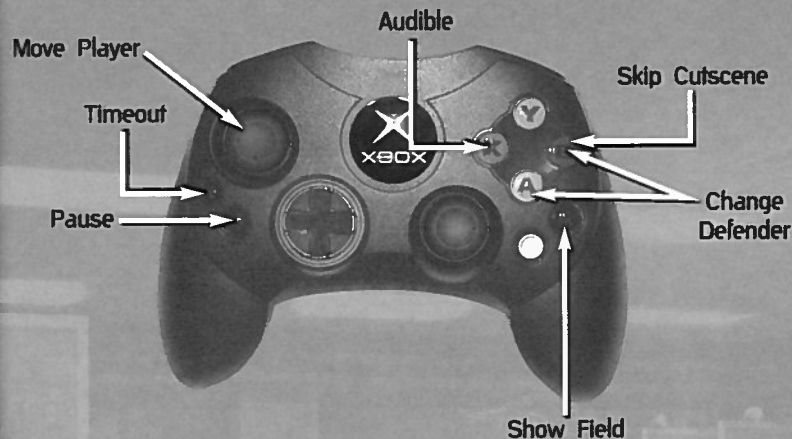
POST SNAP



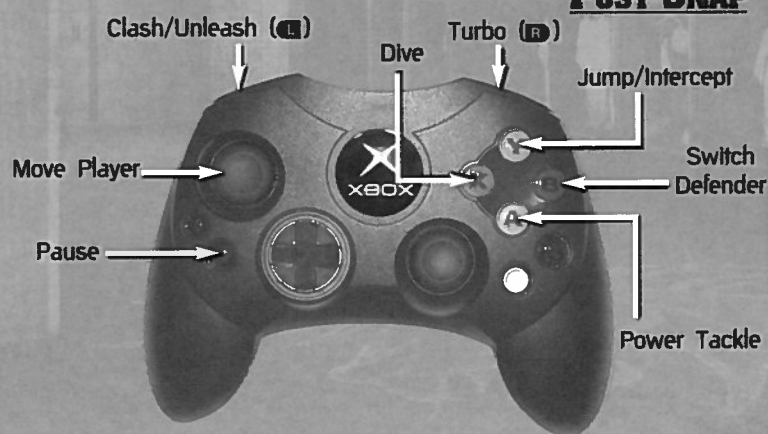
Default Controls

DEFENSE

PRE SNAP



POST SNAP



Main Menu

The Main Menu contains all the options necessary to get started. Highlight an option, then press the **A** button to make a selection. Pressing the **Y** button will allow you to create or change a Profile that is used to play in each of the game modes (see **PROFILES** below).

QUICKPLAY

This is the quickest way to the field. You'll first select how many players (1 or 2) you want for your game, then you'll need to decide if you want to be the **HOME** or **AWAY** team. Once you've decided on those two options, the Profile Menu will be displayed. Press the **Y** button to see team details.



PROFILES

To get started, you'll need to create a personal Profile. You can create a Profile and then save to the hard disk all your game progress and settings. Each time you play a game, you'll be prompted to load or create a new profile.

To create a profile, select **CREATE PROFILE**, press the D-pad **↑**, **↓**, **←** or **→** to highlight a character, then press the **A** button to select it. Repeat the process until you've spelled out the name you want, then select **END**. When you're finished, you'll go to the Team Select screen.

TEAM SELECT

Press the D-pad **←** or **→** to select a team, then press the **A** button to make a selection. As you scroll through the teams, Offense, Defense and Overall ratings appear. You can also pull the **L** trigger to let the game randomly select a team for you.



STADIUM SELECT

After you've selected your team, press the D-pad **←** or **→** to change the stadium. Press the **A** button to select. Once you select a stadium, the game will start to load.

Main Menu

CAMPAIGN

Campaign mode allows you to create a team you can take to the field against 15 other teams. You'll first move through a series of menus that will let you create your team from the ground up.

When you select the Campaign option, you'll first need to select or create a Profile to save to your hard disk (see **PROFILES**, previous page).

NOTE: For important information regarding Campaign mode on Xbox Live, see **CUSTOM TEAMS WHILE PLAYING ONLINE**, pg. 12.

LOCATION/NAME/LOGO

Press the D-pad **←** or **→** to select a **LOCATION** (City) from where your team will reside, then press the **A** button to make a selection. To spell out a team **NAME**, press the D-pad **↑**, **↓**, **←** or **→** to highlight characters, then press the **A** button to make selections. Select **END** when you've finished. Press the D-pad **←** or **→** to select a **LOGO**, then press the **A** button to make a selection.

EDIT COLORS

Press the D-pad **↑** or **↓** to highlight the color pallets, then press the **A** button to access them. Press the D-pad **↑**, **↓**, **←** or **→** to find the color you want. Press the **A** button again to accept the new color. Repeat the process for all three color swatches. To cancel any color changes, press the **B** button.

UNIFORM STYLE

Press the D-pad **↑** or **↓** to highlight a specific style aspect of your uniform, then press the D-pad **←** or **→** to make changes. After you've designed your Home uniform, you'll need to do the same to design your Away uniform.

SELECT STADIUM

Press the D-pad **←** or **→** to change the **STADIUM**, then press the **A** button to make a selection.



Main Menu

CAMPAIGN (CONT.)

HIRING YOUR PERSONNEL

You'll select a Head Coach, as well as an Offensive and Defensive Coordinator, a Doctor, top Rookie on offense and a Veteran Team Captain on defense. Press the D-pad \leftarrow or \rightarrow to highlight a person, then press the **A** button to make a selection. As you highlight them, personal information and football philosophy is displayed. You'll be prompted to confirm your changes and save before moving onto the Campaign Main Menu.

CAMPAIGN MAIN MENU

Once you've put your team together, the Campaign Main Menu is displayed.

PLAY GAME

When you've finished setting up a team, select this option to start your game.

TRAINER

The Trainer option is used to train your players to make them stronger and faster. Use the Players option to choose a player, choose an aspect of his skills then start his training to increase his performance. The Equipment option lets you choose better, stronger equipment that will also increase your player's performance. When you have an injured player, you can use the Injuries option to help him get back out on field.

Of course, training, equipment and players' health cost money, so you'll need to budget your money and decide the amount of training you can afford. Your money is displayed on each training menu to help you keep track.

Each player can be trained on two different regimens at once along with one Juice enhancer treatment. Press the **A** button to select Train 1, Train 2 or Juice.

To select a Training Regiment, select the machine you wish to use to train the player. To Juice him, use the **A** button to select Juice, then select Buy Enhancement, and then select the enhancer you wish to use.



Main Menu

On each Training Regiment, you'll see three dots. Each of these represents the amount of machines that are left for usage. When all three are used, the machine with turn red. You cannot use another one of these machines unless you remove the machine from one the three players using it.

Each Training Cycle takes three weeks to complete. You can tell which week the Training Regiment is in by looking that the Week below the Train 1 and Train 2 slot, represented by a 1/3, 2/3 or 3/3. Training bonuses are only received when the cycle passes Week 3. If you remove him prior, he will lose any gains he's made.



Press the **Y** button to buy even better Training Regiments!

Juicing a player is risky. Some enhancers have negative side-effects. The cumulative effects of these are measured by the bar to the right of the Juice option on each player. Once he is in the red, you run the risk of being fined and having the player banned from juicing for 4 weeks!

PLAYERS

Use this option to edit the look of your players. Press the D-pad \uparrow or \downarrow to highlight an option, then press the the D-pad \leftarrow or \rightarrow to make adjustments. Press the **Y** button to toggle Offense and Defense.



STATISTICS

View player statistics and league standings using this option. Pull the **L** trigger or **R** trigger to cycle through the statistical categories. To toggle between League Standings and Statistics, press the **X** button.

CHEERLEADERS

Your club has a cheerleader squad. You can select your cheerleaders and choose what they wear. Choose Select Squad to access your cheerleaders, then press the D-pad \leftarrow or \rightarrow to choose a girl. Press the **A** button to select the girl you want to replace, then select the girl to replace her. The Select Outfit option lets you choose from three outfits and three others that you can unlock.

Main Menu

ACCOLADES

Your Trophy room will be decorated with trophies, awards and even FHM covers. Highlight an award or cover, then press the **A** button to take a look. Press the **Ⓢ** button to toggle between the two trophy rooms.

OPTIONS

Press the D-pad **←** or **→** to make adjustments to the **MUSIC**, **SOUND EFFECTS**, **ENVIRONMENT**, **COMMENTARY** or the voice of the Offensive Coordinator. Do the same for Gameplay options to make changes to the Difficulty option lets you choose from **EASY**, **MEDIUM** or **HARD**. You can also choose between 1, 2, 3, 4 or 5 minute Quarters. **CLASH MODE** can be turned On or Off, as well as the **VIBRATION** feature of your controller. For Video options, make adjustments to the **SCREEN RATIO**, **PROGRESSIVE SCAN**, **CAMERA**, **CINEMATICS** or **PLAYER ICONS**. The **SAVE MANAGER** option lets you turn Autosave On or Off.

TRAINING CAMP

If you're playing the game for the first time, the Blitz Training Camp is the best way to learn how to play the game. On-screen instructions will walk you through the ins and outs of the game's **RUSHING**, **PASSING**, **RECEIVING** and **DEFENSE**. **TRAINING CAMP** is also a great way to learn the game's offensive and defensive combos. The Primetime option will test your ability to use multiple moves you've learned in Training Camp. We recommend that you also check out the **VIDEOS** option for some helpful video instructions.

NOTE: Completing Training Camp will not only help you play every aspect of the game better, it will unlock items.

EXTRAS

The Extras option contains several categories of unlockable extras you can obtain to enhance Blitz: The League's game features. Unlock features regarding **PLAY MODES**, **CONCEPTS**, **MEDIA**, **CHEERLEADERS**, **CODES**, **CREDITS** and **TRAILERS**.

Select an option, and on-screen instructions will tell you what you need to do to unlock the feature. Once you unlock the feature, select the option again to obtain the code that unlocks the feature. Use the **CODES** option to enter codes you've unlocked. Codes unlock new options on the Game Options Menu and on Team Select.

Pre-Game Setup

NUMBER OF PLAYERS

Before you get started, press the D-pad **←** or **→** to select the number of human players: one or two.

SELECT HOME OR AWAY

In a one player game, press the D-pad **←** or **→** to select the side on which you want to play: **AWAY TEAM** or **HOME TEAM**. In a two player game, both players need to create or load a profile. The first player to create a profile will be the Home Team.



SELECT TEAMS

Prior to each Quickplay game, you'll need to select the team you want to use in your game.

Press the D-pad **←** or **→** to scroll through the teams. Power rankings for Offense and Defense, as well as Overall strength will be displayed. Once you've chosen your team(s), you'll then need to choose a stadium. Press the **Y** button to View Team Details. This displays your Team Captain and Team Strength.

NOTE: You can also try pulling the **L** trigger to have the game randomly select your team for you.

STADIUM SELECT

Press the D-pad **←** or **→** to scroll through the stadiums, then press the **A** button to select the one you want. You can also press the **Y** button to change your Game Options and play Bonus Modes that you've unlocked.

Blitz Online

Xbox LIVE

TAKE BLITZ: THE LEAGUE BEYOND THE BOX

Xbox Live is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, setup a Friend's List with other players, see when they're online, invite them to play and talk to them in real-time as you play.

CONNECTING

Before you can play Blitz: The League on Xbox Live, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see www.xbox.com/connect and select your country.

Signing In

Before you can access Xbox Live, you'll need an Xbox Live Gamertag. Consult your Xbox Live documentation for instructions on creating a Gamertag. Gamertags are obtained when you create an Xbox Live account. They can be read from your hard disk or a memory unit.

Press the **A** button to go to the Xbox Live Sign In screen. Once you're there, your Gamertag will be displayed. Highlight your Gamertag, then press the **A** button. If your Gamertag is protected by a pass code, you will then be asked to enter your pass code.

Quick Match

Xbox Live will look for the best game for you to join. When a game is found, you'll join the battle.

Quick Match will give preference to finding games that provide the best gameplay experience, using factors such as player skill, network conditions, and server modifications.

OptiMatch

OptiMatch allows you to search Xbox Live for game hosts that match your exact specifications. You can specify your perfect match, with these options: **RANKED**, **OPPONENT SKILL**, **GAMEPLAY CLASHES**, **CUSTOM TEAMS** or the **QUARTER LENGTH**. Press the D-pad **←** or **→** to adjust the options.

Create A Match

You can create your own Xbox Live play session with this option. You can specify your perfect match, with these options: **RANKED**, **OPPONENT SKILL**, **FRIENDS ONLY**, **GAMEPLAY CLASHES**, **CUSTOM TEAMS** or the **QUARTER LENGTH**. Press the D-pad **←** or **→** to adjust the options.

Friends List

Use this option to add your friends' names to your Friends List. When you sign in, you can select this option and see if your listed friends are online.

Blitz Online

Recent Players

This option gives you a list of the players you've most recently played online.

Leaderboards

Take a look at the Blitz: The League leaders to see where you stand. This is a list of your stats, as well as the people around you. Press the D-pad **←** or **→** to cycle the leaderboard categories. Highlight a category, and press the **A** button to sort.

SIGN OUT

Press the **B** button to sign out of Xbox Live.

OPTIONS

Press the **Y** button to view the Options Menu.

Appear Online/Offline

Choose to hide or show your Xbox Live Online Status from other users.

Voice

Selected from **OFF**, **TV** or **NORMAL** voice options.

MESSAGES

Press the **O** button to access the Messages screen. Messages can be viewed or heard using this option. No prompts will be displayed if you have a message, so return to this option frequently to check for messages.

CUSTOM TEAMS WHILE PLAYING ONLINE

In order to use your custom teams that you create while playing online, you must be signed in to Xbox Live while creating or updating your teams. This includes playing Campaign and Quickplay games. If you are not signed in while playing a game that will update your team, you will not be able to take your custom team online on Xbox Live.

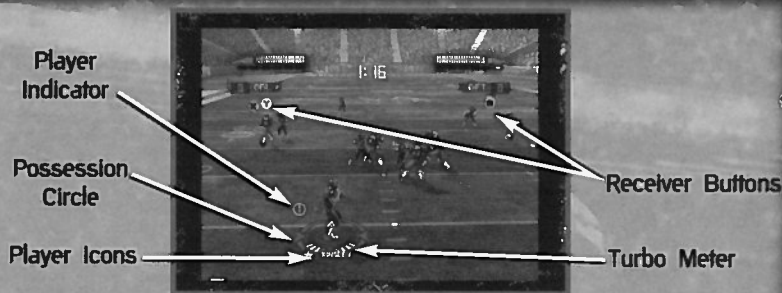
IMPORTANT

When creating a team, a digital signature is included for purposes of identification that is necessary for online play. In order for you to be able to take your team online into either 'Optimatch' or 'Create A Game' modes, your team **MUST** be created while you are signed in to Xbox Live.

Special Note

Any changes that are made to your team in Campaign Mode (including injuries, upgrades, training, etc.) must be done while signed in to Xbox Live, otherwise, you will no longer be able to use your User-created team in online play. This is so that no hacks, cheats, or modifications can be made to your team offline that may unbalance game play against another online opponent. Being signed in to Xbox Live during Campaign Mode will **NOT** affect your online standings.

On The Field



POSSESSION CIRCLES

Possession Circles appear below some players during gameplay. Player one's character is denoted with a Blue circle and Player two's character will have a Yellow circle. When they have possession of the ball, CPU controlled players have a grey circle. Possession Circles also contain the Turbo Meter.

TURBO METERS

These meters are visible beneath a human controlled player. Turbo Meters start fully charged with the maximum amount of Turbo available. As it's used, the meter diminishes inward. When it's empty, release the **R** trigger (Turbo) to allow it to recharge. Remember, players run slower when you've exhausted all your turbo. Release the **R** trigger, and turbo will recharge.

PLAYER INDICATORS

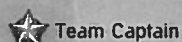
These colored numbers appear prior to each play, so you'll know the player you're controlling. The numbers correspond to the controller you're using. They'll disappear a few seconds after players are set.

RECEIVER BUTTONS

Each receiver has a controller button (**B**, **A**, **Y** or **X**) attributed to them. Pre-snap, press the **●** button to show the play or press the **○** button to show the field. Before a pass, look down field, then press the button displayed over the receiver you want to receive the pass.

PLAYER ICONS

Special players have Player Icons displayed on their Possession Circles.



Team Captain



Best Catcher



Multi Weapon



Tackle Breaker



Fastest Weapon

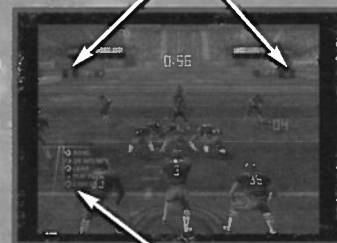
On The Field

SCOREBOARD

Displays the game's **SCORE**, current **QUARTER** and **TIME** remaining.

AUDIBLES

Press the **X** button at the line of scrimmage to call up the Audibles Window. Each new play is represented by a button on the controller, so press the button next to the new play you want to run. Make a quick decision, because you're not afforded much time to call your audible before the play starts.



Audible Window

PLAY SELECTION

The Play Selection Screen is displayed between each play. Players on Offense and Defense each press the D-pad **↑** or **↓** to highlight a formation, then press the **A** button to select it. For each formation, there several pages of plays. Press the D-pad **↑** or **↓** to move through the pages of plays. Each play is represented by the **X** button, **A** button or **Y** button. Press the button next to the play you want to run. Press the **B** button to back out of a selected formation. Press the D-pad **←** or **→** to view a tip about each play.

Flipping Plays

You can increase variety by reversing the plays. While you're selecting plays, pull the **R** trigger to flip the play.

TAUNTING

During a play, you may find yourself carrying the ball with a large lead on a defender. When this happens, you'll see the image of the right analog stick on the screen. At that point, press the right analog stick **↑**, **↓**, **←** or **→** to select one of four different taunts.

NOTE: Taunting sacrifices speed, so make sure you won't be tackled. If you're tackled while taunting, you'll stand a greater chance of fumbling.

JUMP PASS

Press the **●** button right before throwing the ball to make your Quarterback leap in the air before throwing. A successful Jump Pass can help you hurdle would be tacklers!

On The Field

CLASH METER

The Clash Meter shows how long you can stay in Clash Mode. The bar drains when you hold down the **L** trigger on offense and when you execute a Dirty Hit on defense. It can be replenished with big plays on the field.

Below the Clash Meter, the Clash Icon Meter counts how many Clash Icons you've collected (for more information on Clash Icons, next page). Once you illuminate all six icons, you'll be rewarded by entering Unleash Mode. The meter will then transform into an Unleash Meter.

CLASH MODE - OFFENSE

Clash Mode gives the offense an advantage by slowing down the defense. It also makes offensive moves more powerful, including power moves, evades, and catches. These combos also award you with valuable Clash Icons. Enter Clash Mode by holding down the **L** trigger. You can always regain Clash by gaining yards, scoring touchdowns and making big plays.

CLASH MODE - DEFENSE

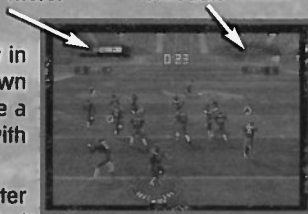
Clash Mode on defense amps up your hits. Hold down the **L** trigger to use your Clash Meter when you perform a hard hit (**A** button) to pummel the opponent with a Dirty Hit. Dirty Hits are more apt to cause fumbles and will also award you with Clash Icons. Using your Clash on defense will not cause a blur effect. Instead, it will only deplete when the hit is successful. Successful hits reduce the victim's stamina, displayed by a number above his head. This lowers their abilities, making them more prone to injury.

UNLEASH MODE - OFFENSE

When you've accumulated six Clash Icons, your Clash Bar will transform into an **UNLEASH BAR**. Unleash Mode is triggered just like Clash (hold **L** trigger). Once you perform a special move in Unleash Mode, you will exhaust all of your Unleash Energy. Unleashing on offense amplifies your moves and gives you a few seconds of invulnerability. To use a QB Unleash, tap the right analog stick to perform an evasion. You cannot Unleash a QB unless he's in the backfield and the right analog stick is tapped toward the defender while holding down the **L** trigger. As the ball carrier, press the Evade or Power button to perform Unleash versions of those moves. When the ball is in the air, enter Unleash mode and press the **Y** button to perform an Unleashed Catch. **WARNING:** You get only one Unleash Move. Once you use it, or run out of Unleash Energy, you'll drop back into Clash Mode.

Clash Meter

Unleash Meter



On The Field

UNLEASH MODE - DEFENSE

When you're in Unleash Mode on Defense, your Dirty Hits have a great chance of causing a fumble or injuring an opponent. When your team is in this mode, hold the **L** trigger to use your Unleash energy then press the **A** button to attack with an Unleashed Dirty Hit. Successfully performing an Unleash Hit will exhaust all of your Unleash energy.

CLASH ICONS

Below are the Clash Icons you can earn to gain Unleash ability.



Juke, Spin & QB Evade

Perform a Juke, Spin or QB Evade while in Clash Mode



Clash Catch

Perform a catch while in Clash Mode



Touchdown

Score a touchdown



Injury

Cause an injury



Team Captain Hit

Perform a Dirty Hit on the opposing team's Team Captain



Stiff Arm & Shoulder Plow

Perform a Stiff Arm or Shoulder Plow in Clash Mode



Dirty Hit

Perform a dirty hit



Taunt

Hold down the taunt stick for a couple seconds



Late Hit

Press the **A** button to hit a player during a brawl



Turnover

Awarded when you force a turnover on defense.

On The Field

INJURIES

Players can sometimes be injured on the field. When this happens, an image of an injury appears, followed by two options. You can select to **TRAIN** the injured player or **JUICE** him.

Juicing an Injured Player

When you Juice a player back into playing condition, he can return sooner than he would if he was treated. Be aware, though, there's a higher risk that more injuries could occur to the player.

Treating a Player Back to Health

If you don't choose the short term solution, Treating a player back to health will ensure a stronger injury recovery. Of course, you sacrifice time.

THE KICKING GAME

You control all aspects of the Kicking Game. Kickoffs, Punts, PATs and Field Goals are up to you. When you choose to kick, the Kick Meter appears. Prior to kicking, a series of buttons are displayed inside the Kick Meter. As a button appears, immediately press that button. Kicking depends on your ability to hit the buttons quickly and accurately. You can also spook the kicker by pressing the **Y** button before the snap. This will vibrate your opponent's controller.

NOTE: When kicking field goals, PATs or Punts, try to correctly press better than 49 percent of the buttons. Otherwise, the snap can be fumbled.

Field Goal & PATs

When you're attempting a field goal, the length of the field goal will determine how many of the buttons you'll need to press prior to the snap of the ball. For example, if you're in close, you may have to press as few as four buttons for a field goal. If you're attempting a long distance field goal, you may have to press as many as seven buttons. The success of a field goal depends on the skill level of the team and/or the kicker. In Campaign Mode, you can increase your chances of success by upgrading your kicker's skill level through training.

Onside Kick

When you attempt an Onside Kick, the percentage determines how likely the other team will fumble the ball after receiving the kick.



On The Field

BRAWLING

With increasing amounts of Dirty Hits or Unleash Hits on offense, players become more irritated. You'll eventually see the words **"TEMPERS FLARING"** display, followed by two helmet icons. With the helmet icons displayed, the next Dirty or Unleashed Hit will cause a brawl.

Brawls last 10 seconds. The player that gets the most Late Hit icons during a Brawl will get to keep them. The player that loses gets nothing. It's a great way to build up your Unleash Meter!

PAUSE OPTIONS

During the game, press the **PAUSE** button to view the Pause Options screen. You can view the Player Icon Legend by pressing the **INFO** button.

INSTANT REPLAY

If you make a great play, take a look at the replay. Use on-screen controls to view the play.

CALL TIME OUT

You get two Time Outs per half.

STATISTICS

Take a look at the game's current stats.

CHALLENGES

In Campaign Mode, you can check the Challenges option on the in-game Pause Menu to see what your current wager is, or if there are special Campaign Mode challenges currently active.

TEAM STATUS

Review the status of either team's players. Press the D-pad **LEFT** or **RIGHT** to cycle between the teams. The **OFFENSE** button displays players on Offense, the **DEFENSE** button displays defense and the **INJURED** button displays injured players.

GAMEPLAY OPTIONS

Timed Play Select

Turn the Timed Play Select feature at the Play Selection screen On or Off.

Player Icons

Turn the displayed icons that appear on the Possession Circles On or Off.

AUDIO

See **AUDIO**, pg. 9



Credits

MIDWAY HOME ENTERTAINMENT

PRODUCTION

Executive Producer Mike Bilder
 Producer Adam Boyes
 Lead Designer Craig Kujawa
 Programming Lead Dave Lang
 Art Director Matthew Gilmore
 Audio Lead Rich Carle

PROGRAMMING

Programmers Jeff Campen, Vinh Chu, Dan Coleman, Drew Dormann,
 James Freeman-Hargis, Ken Lam, Prashant Patel, Josh Williams
 & Darryl Wisner
 Additional Programming Todd Allen, Alexander Barrentine, Jon Greenberg, Eltan Levy,
 Adisak Pochanayon, Jim Terdina & Alan Villani
 Advanced Technology Group Steve Anichini, Erdem Erdenen, Jason Fugate, Ed Keenan,
 Shawn Liptak, Michael O'Connor, Otto Schnurr & Graham West

ART

Environment Artists David Mueller & Rhett Torgoley
 Character Artists Travis Gosnell, Chuck Jones, Justin Muir & Carl Oberstar
 Additional Character Artists Steve Beran, Jennifer Hedrick, Pav Kovacic, Luis Mangubat
 & Herman Sanchez

DESIGN

Designers David Friedland, Steve Jones & Jon Walsh
 Additional Designers Vinh Chu & Dan Coleman

MOTION CAPTURE / ANIMATION

Animation/Motion Capture Manager James Gentile
 Animation Lead Jeff Baker
 Animators Brian Wright, Darrel Christian & Eli Figueroa
 Additional Animators Rick Chase, Kirk Degrasse, Chuck Ghislandi, Jin-Jang, Carlos Pesina,
 John Vogel & Tony Zeffiro
 Motion Capture Specialist Fredy Palma
 Talent Manager Jon Nielsen
 Talent Kenny Bell, Chris Robbins & Trevor Baber
 Additional Motion Talent Ely Molden, Ronnie Gordon, Jovon Corbin, Ken Bouie, Morgan Lyons,
 Rasche Hill, Siaka Massaquo, Steven Clancy, Johanna Anonuevo,
 Jessica Swigum & Bethann Smukowski

CINEMATICS

Cinematics Manager Jon McClenahan
 Cinematics Team Lead Todd Keller
 Cinematics Creative Director Ty Primosch
 Cinematics Artists Andrew Currie & Doug Smith
 Additional Cinematics Artists Spiro Anagnostakos, Paul Charnankit, Chuck Ernst, Shannah O'Meara,
 Josh Slingerland, Matt Taylor & Matt Skonicki

USER INTERFACE

User Interface Manager William Fox
 User Interface Lead Ernie Perez
 User Interface Artists Stewart Fritz, Brian Rouleau, Martin Ryan & Matt Secrist
 Additional UI Artists Chad Bailey, Kevin Hurley, Robbie Klappa, Brian Wing, Michelle Lin
 & Martin Ryan

STORY

Lead Writer Peter Egan
 Additional Writers Rich Carle, Brian Chard, David Friedland, Tom Gottlieb, Steve Heinrich,
 Joel Huseinits, Steve Jones, Matt Kelly, Craig Kujawa, Edmund O'Brien,
 Phil Ridarelli, Jamie Vann & Jon Walsh

Credits

AUDIO

Additional Audio Lead Brian Chard
 Additional Audio support Chase Ashbaker, Jim Bonney, Dan Forden, Alex Nied & Vince Pontarelli

VOICE ACTORS

Quentin Sands Lawrence Taylor
 Lyman Strang Ron Ferraro
 Mayor Sheila Andrews Lynne Magnavite
 The Vet Max Crawford
 The Rookie Kevin Douglas
 Jacqui Paula Garcia
 Bruno Battaglia John Gawlik
 Coach Dan Bakadahl
 Spoils Johanna Anonuevo
 Bookie Rom Barkhordar
 Waitress Jill Kogut
 Centerfold Bethann Smukowski
 Radio Show Host Bill Hainsworth
 Reporter Rich Carle
 Doctor Dan Forden
 Loan Shark Mike Higgins
 Publicist Justin Krogh
 Home Boy Ronnie Gordon
 Collections Agent Beth Melewski
 Tawny Michele Williams
 Escort Johanna Anonuevo
 Commentator Bill Davis
 Offensive Coordinator Jamie Vann
 Jacob Williams Len "Red" St. James
 Kwazi Mbutabe Marz Timms
 Ezekiel Freeman Dan Bakadahl
 Chad Longstreet Rom Barkhordar
 Vonnie Treonday John "Monsoon" Barnett
 Julius Williams Quelli "Q" Davis
 Shane Spain Phil Ridarelli
 Kelvin Diggs Vance Evans
 Tyrell Price Corey Ruff
 Cookie Wallace Keenan "Venom" Powell
 Grant Tanner Jon Walsh
 Tito Maas Eli Figueroa
 Tony Forbes Chase Ashbaker
 On-Field Player Voice 1 Ronnie Gordon
 On-Field Player Voice 2 Freddie "Encyclopedia Brown" Grayer
 On-Field Player Voice 3 Marcus Neris
 On-Field Player Voice 4 Simeon "Shadow" Norfleet
 On-Field Player Voice 5 Mike Higgins
 On-Field Player Voice 6 Justin Krogh
 On-Field Player Voice 7 Rob Janas
 On-Field Player Voice 8 Pete Lawson
 Coach 2 Marz Timms
 Trainer 1 Vince Pontarelli
 Trainer 2 Rich Carle
 Stadium Announcer Brian Chard

COVER ATHLETE / QUENTIN SANDS

Lawrence Taylor

CREATIVE MEDIA

Michael Crawford, Rigo Cortes, Jack O'Neal, Bill O'Neil, Chris Skrundz, BethAnn Smukowski, Dimitrios Tzialis, James Vogel, Christa Woss & Larry Wotman

Credits

QUALITY ASSURANCE (CHICAGO)

QA Supervisor Jacob Beucher
Lead QA Analyst KI Wolf-Smith
QA Product Analysts Reggie Banks, John Bell, Dave Bulvan, Adam Coriglione, John Cruz, Andy Hernandez, James Holland, Robert Lathan, Chris McLadden, Greg Ranz, Dion Solano, David Turkiewicz, Richard Vris, Timothy Waller & Warren Wilkes

QUALITY ASSURANCE (SAN DIEGO)

QA Director Paul Sterngold
QA Manager Malcolm Scott
QA Supervisor Curtis Barnes
QA Leads Leroy Butler & Jemel Fontanilla
QA Assistant Leads John Tajuna & Travis Zander
QA Product Analysts Shane Cruz, Beck Dubois, Richie Edquid, Paul Fekas, Mike Garcia, Desmond Gregory, Jason Grimes, Robbin Hutchison, Daryl Jackson, Ed Jimenez, Mark Joya, Jared Lazaro, Sam Lu, Eddie Muraira, Ryan Musgrove, Brandon Platt, John Platt, Jon Ritchie, JB Sarao, Samantha Smith & Mike Yob
Technical Standard Analysts Rommel Abalos, Cailab Bourell, Jennifer Johnson, Josh Palmer, Rich Phim, Andy Suftin & Jimmy Storey

MARKETING & P.R.

Chief Marketing Officer Steve Allison
VP Marketing Mona Hamilton
Marketing Director Tom McClure
Product Manager Jack Van Leer
Director of Public Relations Reilly Brennan
Sports PR Manager Tim DaRosa

PRODUCT DEVELOPMENT

Studio Art Director Chip Sineni
Studio Technology Director Michael Weibacher
Director of Central Groups Joel Seider
Director of Studio Operations Samuel Peterson
Director of Art Technology Martin Murphy
Development Director Mark Smith
VP Product Development Chicago Scot Bayless
Senior VP Worldwide Studios Matt Booty

LEGAL COUNSEL

VP, Secretary & General Counsel Debbie Fulton
Licensing Counsel Rob Gustafson
Associate General Counsel Cory Halpern
Associate General Counsel Michael Burke

LICENSING

Director of Licensing Mark T. Morrison
Licensing Coordinator Char Ong

MUSIC

Music Supervisor Adam Boyes
Music Clearance Steve Rosen
External Music Licensing Sessing Music Services

SPECIAL THANKS

Amanda Brook, Ed Boon, Rob Cairns, Scott Callan, Currin Cyr, DJ Alo, Amie Deutch, KeyKool, Kris Dirksen, Laura Ford, Nicole Garcia, Ronnie Gordon, Tom Hitchcock, Ill Bill, Kevin Kocher, Jill Kogut, Hugh Leon, Brian Loke, Marcella Lopez, Shawn McCullough, Sarah Moschea, Greg Mucha, Christian Munoz, Tony Peterson, Joost Schuur, Shadow, Elias Slater, Samuel Peterson, John Podlasek, Marly Soltz, Mark Turnell, David Zucker, The MK Team, The Subterranean and the good folks at Boney's Snack Bar

An extra special thanks to all of our significant others, our families, and our friends that supported us through the long hours and hard work we dedicated to this project.

Blitz: The League Music

BLITZ: THE LEAGUE SOUNDTRACK

Various Music © Associated Production Music, LLC.

A-Track

"Felonious Funk A Track Remix"
D Styles featuring Q Bert, Babu and Melo D
Audio Research Records

B Real and DJ Lethal

"All My Life"
Performed by Killing Zone
Music by Killing Zone
Lyrics by B Real
Killing Zone is B Real, Billy Gould, Raymond Herrera and Russell Ali
Co produced by DJ Lethal and 3volution Productions
Co engineered by DJ Lethal and Toby Wright
© 2005 Killing Zone
DJ Lethal appears courtesy of Geffen Records

"Play At Your Own Risk"

Music written by DJ Lethal
Lyrics written and performed by B Real
Co produced by DJ Lethal and 3volution Productions
Engineered by DJ Lethal
© 2005 Louis Freese & Leor Dimant
DJ Lethal appears courtesy of Geffen Records

The Beatnuts

"No Escapin' This"
Performed by The Beatnuts
Courtesy of SONY BMG MUSIC ENTERTAINMENT
By arrangement with SONY BMG MUSIC ENTERTAINMENT

Buck

"The Streets"
Written by Shaun Damore and Shawn McCullough
Performed by Buck
Courtesy of Breakthrough Recording Studio
<http://www.ishineent.com/>

"My Team"

Written by Shaun Damore and Shawn McCullough
Performed by Buck
Courtesy of Breakthrough Recording Studio
<http://www.ishineent.com/>

"Blitz My Team Remix"

Written by Shaun Damore and Shawn McCullough
Performed by Buck
Courtesy of Breakthrough Recording Studio
<http://www.ishineent.com/>

El Pus

"Suburb Thuggin"
Performed by El Pus
Courtesy of Virgin Records
Under License from EMI Film & Television Music

Fat Lip

"Today's Your Day (Whatchagonedu?)"
Written by Allen Toussaint, Derrick Stewart, and Sam Spiegel
Performed by Fatlip
Courtesy of Delicious Vinyl
© 2005 Delicious Vinyl

© 2005 Screen Gems-EMI Music Inc., Edy Crahp Music, Maestrobite Publishing (ASCAP) All Rights For Edy Crahp Music controlled and administered by EMI Blackwood Music Inc. (BMI)
Contains elements of "Give It Up" performed by Lee Dorsey Courtesy of Elektra Records
All Rights Reserved. International Copyright Secured. Used By Permission.

Blitz: The League Music

Heavy Mojo

"Radio"

Written and Performed by Heavy Mojo

© 2005 Jank Recordings, Inc.

Published by 2005 Heavy Head Publishing (BMI)

www.heavymojomusic.com

"So You Say"

Written and Performed by Heavy Mojo

© 2005 Jank Recordings, Inc.

Published by 2005 Heavy Head Publishing (BMI)

www.heavymojomusic.com

HED P.E.

"Represent"

Performed by HED P.E.

Written by HED P.E.

© 2005

"Represent"

Performed by HED P.E.

Courtesy of Koch Records

© 2005

Non Phixion

"Rock Stars"

[W. Braunstein, J. Fuentes, M. Manzanilla, C. Martin]

W. Braunstein (BMD)/ Compulsive Disorder (ASCAP)

Tortured Soul (ASCAP)/ Gifted Pearl Music/EMI-April Music (ASCAP)

Produced by DJ Premier for Works of Marit, Inc.

Cuts by DJ Premier

Recorded at D&D Studios, NYC by Eddie Sancho

Mixed at D&D Studios, NYC by DJ Premier

www.nonphixion.com

Obscure Disorder

"2004"

Obscure Disorder featuring Ill Bill & Gortex

Audio Research Records

Philly-50

Let 'Em Hate by PHILLY-50 (featuring RAY GOODY & LUE CHUE)

(Ray Whitty, Julius LaRosa, Jefeth Frankson)

Published by Grind City Publishing

Recorded by Scott Whittier at Whittier Studios, Jax, FL

Mixed by Ray Seay at the Vault, Mia, FL

Mastered by Michael Fuller at Fullersound, Mia, FL Publishing

Rascalz

"Hit Em Up" (feat. Kardinal Offishall, Solilaix & Yloak)

Produced By DJ KEMO for LAB-RATS PRODUCE

cuts by DJ Revolution

(C.Bahamonde,R.Jacobs,J.Harrow,S.Pitt,S.Rana)

SONY BMG MUSIC (CANADA) INC.

"Jungle"

Produced By RED-1 & DJ KEMO for LAB-RATS PRODUCE

(C.Bahamonde,R.Jacobs,B.Leonard)

SONY BMG MUSIC (CANADA) INC.

Raskal

"Cross The Line"

Written and Performed by Raskal

Produced by TyJilla

www.raskalmusic.com

Shadow

"Play Dirty"

Written by - S. Norfleet for R.J. Noemis.

Produced by - Alo for Garden Music.

Scratches- Alo.

Blitz: The League Music

Skindred

"Bruises"

Performed by Skindred

Courtesy of Lava Records LLC

By arrangement with Warner Strategic Marketing

© 2004 Lava Records LLC

Written By: Skindred

Produced By: Howard Benson

Mixed By: Rick Will

All Songs: ASCAP/PRS

"Pressure"

Performed by Skindred

Courtesy of Lava Records LLC

By arrangement with Warner Strategic Marketing

© 2004 Lava Records LLC

Written By: Skindred

Performed By: Skindred

Produced By: Howard Benson

Mixed By: Rick Will

All Songs: ASCAP/PRS

Son Doobie

"U Wit That"

Performed by Son Doobie

Produced by Kemo

From the album Funk Superhero

Courtesy of Battle Axe Records

www.battleaxerecords.com

"Full Moon"

Performed by Son Doobie

Produced by Flipout

From the album Funk Superhero

Courtesy of Battle Axe Records

www.battleaxerecords.com

Swollen Members

"Too Hot"

Performed by: Swollen Members

Produced by: Rob The Viking

From the album Black Magic

Courtesy of Battle Axe Records

www.battleaxerecords.com

Visionaries

"Pangaea"

performed by Visionaries

lyrics: KeyKool, LMNO, Zen, 2Mex, Dannu

music: Life Rexall

scratches: DJ Rhettmatic

from the full length album "Pangaea"

Copyright 2004 Up Above Records

www.upabove.com

"If You Can't Say Love"

performed by Visionaries

lyrics: KeyKool, LMNO, Zen, 2Mex, Dannu

music: J Rocc

scratches: DJ Rhettmatic

from the full length album "Pangaea"

Copyright 2004 Up Above Records

www.upabove.com

Felonius Funk

"Felonius Funk A Trak Remix"

D Styles featuring Q Bert, Babu and Melo D

Audio Research Records

AVAILABLE NOW

MORTAL KOMBAT SHAOLIN MONKS



WWW.MKMONKS.COM



MIDWAY

Mortal Kombat: Shaolin Monks™ © 2005 Midway Amusement Games, LLC. Mortal Kombat II © 1993 Midway Amusement Games, LLC. All rights reserved. MORTAL KOMBAT, the dragon logo, MIDWAY, the Midway logo, MORTAL KOMBAT: SHAOLIN MONKS and all character names are trademarks or registered trademarks of Midway Amusement Games, LLC. Used by permission. Distributed under license by Midway Home Entertainment Inc.

Warranty

MIDWAY HOME ENTERTAINMENT INC. warrants to the original purchaser of this Midway Home Entertainment Inc. software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Midway Home Entertainment Inc. software program is sold "as is," without express or implied warranty damages of any kind, and Midway Home Entertainment Inc. is not liable for any losses or damages of any kind resulting from the use of this program. Midway Home Entertainment Inc. agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Midway Home Entertainment Inc. software product, postage paid, with proof of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Midway Home Entertainment Inc. software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE Midway Home Entertainment Inc. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL MIDWAY HOME ENTERTAINMENT INC. BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS Midway Home Entertainment Inc. SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

Midway Home Entertainment Inc.
Attn: Tech/Customer Support
6755 Mira Mesa Blvd., Suite 123-155
San Diego, Ca 92121

Toll Free: 1-866-588-GAME
9am - 6pm / Pacific Time
Direct: 858-450-8190
Fax: 858-658-9027

Technical & Customer Support at <http://support.midway.com>

Some fonts provided by T-26. RIDES, XXL and KING are trademarks of Harris Publications, Inc. The APM logo appears courtesy of Associated Production Music LLC. All rights reserved. Pit Bull Energy Drink and Pit Bull Energy Bars, along with the Hip Hop Beverage Corporation trademarks and all promotional logos are owned by the Hip Hop Beverage Corporation. The Roscoe's Chicken & Waffle trademark and all promotional logos are owned by East Coast Foods. Playground Kings and the Playground Kings Logo are Registered Trademarks of BeeZeeTees Inc. FHM is a trademark of EMAP Merco, LLC.